

# QUATTRO

## Sports

### INSTRUCTIONS

#### IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.

- DO NOT** touch the connectors or get them wet or dirty.
- DO NOT** clean the game with benzene, alcohol, paint thinner or other such solvents.
- DO NOT** store the game in places that are very hot or very cold.
- DO NOT** hit it or drop it or attempt to take it apart.
- DO NOT** use on a **FRONT OR REAR PROJECTOR TV** Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode. Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage. Please consult your TV manufacturer for more information.

Codemasters, Quattro, Baseball Pro's, Soccer Simulator, BMX Simulator and Pro Tennis are trademarks of Codemasters Software Company Limited. Copyright 1991 Codemasters Software Company Limited. All Rights Reserved.

Camerica is a registered trademark of Camerica Limited Inc. This product is licensed to Camerica Limited, Inc. by Codemasters Software Company Limited.

## Choose your Game

By using ultra large memory chips we are able to bring you four full-sized games on one cartridge. The first thing you will need to do when you Power-On is select which game you want to activate.

■ Use the **SELECT** button to point the arrow on the screen at the game you want to play.

■ Press the **START** button to activate the game, then read the section in this leaflet about playing the game.

#### QUATTRO SPORTS

##### CHOOSE GAME

- ➔1. BASEBALL PROS
2. BMX SIMULATOR
3. SOCCER SIMULATOR
4. PRO TENNIS

*During play you can use the **RESET** button to start the chosen game again.*

*When you want to choose a new game you should **Power-Off**, wait a few seconds, and **Power-On** again.*



#### GETTING STARTED

Choose a **ONE PLAYER** game, a **TWO PLAYER** game or **VIEW TEAMS**.

#### VIEW TEAMS

This option will allow you to look at the stats for all 16 teams, so you can decide which team you want to be when you play the game. Every single player has different skills - one might be a good hitter but a slow runner, so look carefully! The meanings of the stat

#### BATTERS

**HAND** left or right handed  
**AVG** batting average  
**HR** home runs scored  
**SPD** running speed

#### PITCHERS

**HAND** left or right handed  
**ERA** earned run average  
**SPD** pitching speed  
**CRV** curve ability - left, right, both

#### PLAYING THE GAME

Select a **ONE PLAYER** or **TWO PLAYER** game and press **START**.

Now you can select your favorite team by moving **LEFT**

around the world and press the **A BUTTON** to confirm.

The match is played over 10 innings. If there is a tie then extra innings will be played until a winner is found.

Player 1 starts by batting, player 2 by pitching and fielding.



Continued...



## CONTROLS

### BATTING

- UP/DOWN/LEFT/RIGHT** To move your batter within the batting box to position him for the hit.
- A BUTTON** Press and hold to swing. Press quickly to bunt.
- B BUTTON** Press with a direction to STEAL. UP for base 2, LEFT for base 3, DOWN for home.
- SELECT** Time out. New batter / View Scores / View Team.

### Base Running

Your batter will run automatically to base 1, and any other runners will run to the next base.

- A BUTTON** Run BACK to base. Use with RIGHT for base 1, UP for base 2, LEFT for base 3.
- B BUTTON** Run an EXTRA base. Use with UP for base 2, LEFT for base 3, DOWN for home.

### Pitching

- LEFT/RIGHT** Position pitcher before pitch. Then curve ball after pitch.
- A BUTTON** Pitch
- A and DOWN** Pitch faster ball
- A and UP** Pitch slower ball
- SELECT** Time out. View Scores / View Teams.

### Fielding

Use UP/DOWN/LEFT/RIGHT to move fielders to the ball.

When holding the ball you can throw to a base by pressing the **A BUTTON** and a direction. **A BUTTON** and RIGHT for base 1, UP for base 2, LEFT for base 3, DOWN for home.



## GETTING STARTED

There are always three riders in each race. Use **SELECT**, then **START** to choose how many players are going to race, the remaining riders will be controlled by the computer. If you have a four player adapter you can control all three riders.

Now, use **SELECT** and **START** to choose which track you want to race.



**DIRT BIKING** - For beginners - a race over 3 courses, use this choice to practice and get used to the controls.

**DESERT RIDING** - Intermediate difficulty, a race over 5 courses.

**QUARRY RACING** - For experts only! A tough race over 7 courses.

## PLAYING THE GAME

When each race starts you are told "RIDERS READY - PEDALS READY - GO!". Accelerate the instant you are told to GO - too early and you will have to press the button again, too late and you will lose precious tenths of a second.

Race as though you were in a real BMX championship - the turns turn you, the rough ground slows you down, the hills and slopes affect the rider as in real life.

## CONTROLS

- LEFT** Steer bike anti-clockwise
- RIGHT** Steer bike clockwise
- A BUTTON** Accelerate (release to brake)



## GETTING STARTED

At the start of a game player one is playing DOWN the pitch, at half time the teams swap over.

You have control of the player nearest the ball. The goalie is automatic. The controlled player is indicated by an arrow above his head which points the way the team is playing.

## CONTROLS

### WHEN YOU HAVE THE BALL...

- UP/DOWN/LEFT/RIGHT** Run with the ball
- A BUTTON** KICK in the direction you are running. The longer you hold down the A BUTTON the harder the kick.

in the direction you are running

### WHEN YOU DON'T HAVE THE BALL...

- UP/DOWN/LEFT/RIGHT** Run in that direction.
- A BUTTON** Sliding Tackle/ Use this to try to take the ball off the opponent.
- THROW-INS, CORNER KICKS, GOAL KICKS AND FREE KICKS...**

- UP/DOWN/LEFT/RIGHT** Select the player you want to throw/kick to.
- A BUTTON** Throw/kick ball straight ahead.
- B BUTTON** Throw/kick ball to selected player.

When playing a one-player game the teams are in the following order of increasing difficulty:

*France, Holland, USA, Russia, England, Brazil, Argentina, West Germany*



# Pro TENNIS

## GETTING STARTED

Use the SELECT, then START to choose your option-

- 1-PLAYER** Play against a series of 8 Computer controlled players and try to win the championship.
- 2-PLAYER** Play against each other. You can choose the length of the match - **SHORT, HALF or FULL**. This will set the number of games per set - one, three or six.

**HELP** Displays playing tips and allows you to practice your shots.

## CONTROLS

**SERVING** Press the A BUTTON once to throw the ball into the air, then press again as it comes

down to hit the ball.

**HITTING THE BALL** - Press the A BUTTON as the ball comes towards you.

## RULES OF THE GAME

**The Serve** - must land in the box between the net and the other player. Anywhere else is a fault. For each point you have two attempts to serve correctly.

**During Play** - the ball must only bounce once before you hit it.

**To Win A Game** - you win points in the order: LOVE (zero), 15, 30, 40, GAME. If both players score 40 a DEUCE situation is reached where the first player to get two points ahead of the other wins.

## HINTS & TIPS

- Don't let the ball hit your body, press the A BUTTON before the ball reaches you.
- Use the HELP feature to practice your shots.

## CAMERICA LIMITED INC., LIMITED WARRANTY

Camerica Limited Inc., ("CAMERICA") warrants to the original purchaser only of this Camerica game cartridge that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety(90) days from the date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camerica game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE. Camerica agrees for a period of ninety (90) days to either replace or repair, at Camerica's option, free of charge, the Camerica game cartridge found not to meet Camerica's express warranty, postage paid with proof of date of purchase. Replacement of the game cartridge found not to meet Camerica's express warranty and returned to Camerica by the original purchaser within ninety (90) days of purchase, is the full extent of Camerica warranty obligations and is the purchaser's exclusive remedy.

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those arising by statute or otherwise in law or from a course of dealing or uses of trade are all expressly disclaimed.

In no event will Camerica be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this Camerica game cartridge.

The express warranty above gives you specific rights and you may also have other rights which vary from jurisdiction to jurisdiction. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty or conditions last, so the above limitation or exclusion may not apply to you. Any exclusion or limitation shall not be applicable to the extent it is prohibited by the law of any jurisdiction and such provision shall be severed from the rest of these terms.

Camerica Ltd Inc., 3701 Commercial Avenue, NORTHBROOK, Illinois 60062, USA TEL 708 466 4525

Camerica Ltd Inc., 3415 14th Avenue, Markham, Ontario L3R 0H3, Canada -Tel (416) 470-2791

## FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

- (1) This device may not cause harmful interference and
- (2) This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.